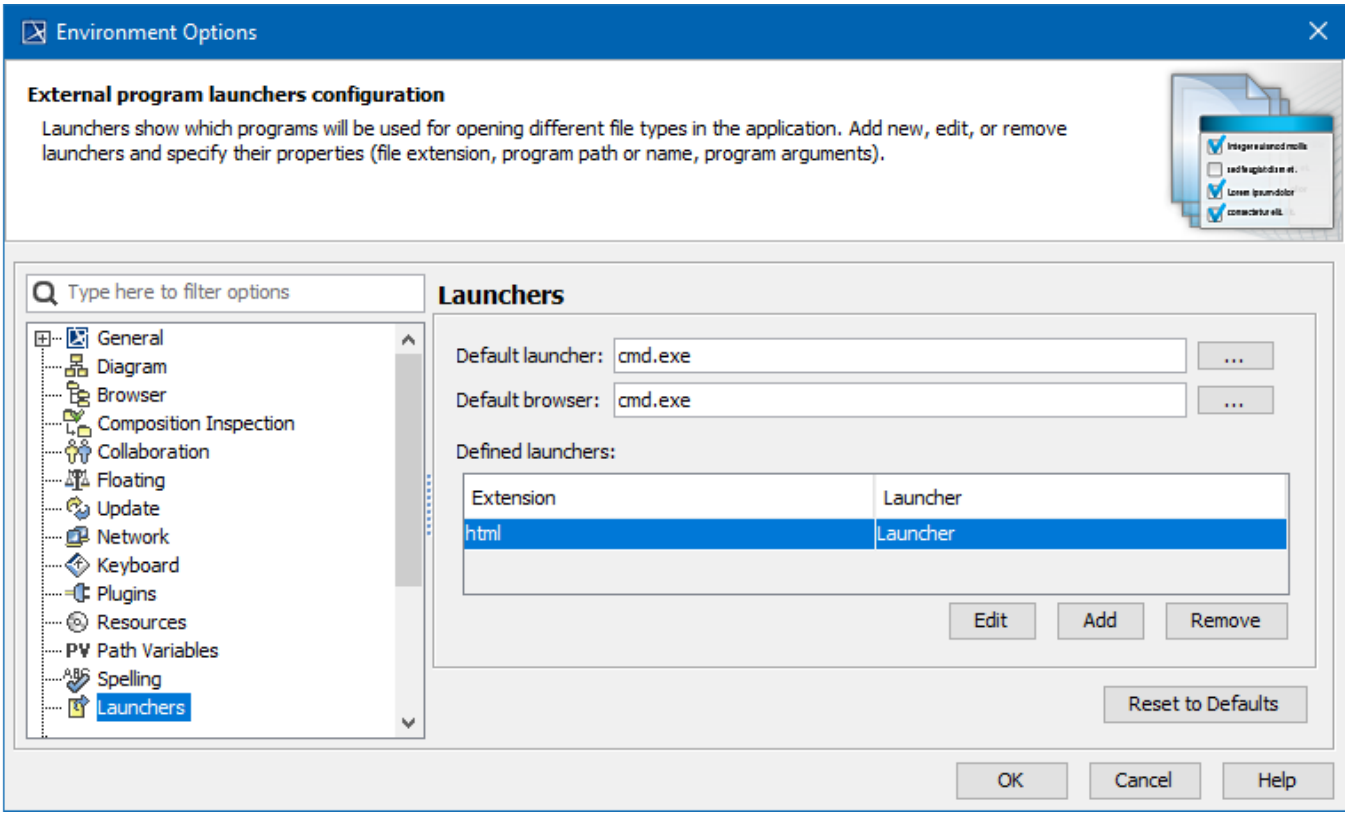
Launchers

Launchers show which programs will be used for opening different file types in the application. Add new, edit, or remove launchers and specify their properties (file extension, program path or name, program arguments).

To open the **Launcher Properties** dialog

1. From the **Options** menu, choose **Environment**.
2. In the Environment Options dialog, from options group list select **Launchers**.

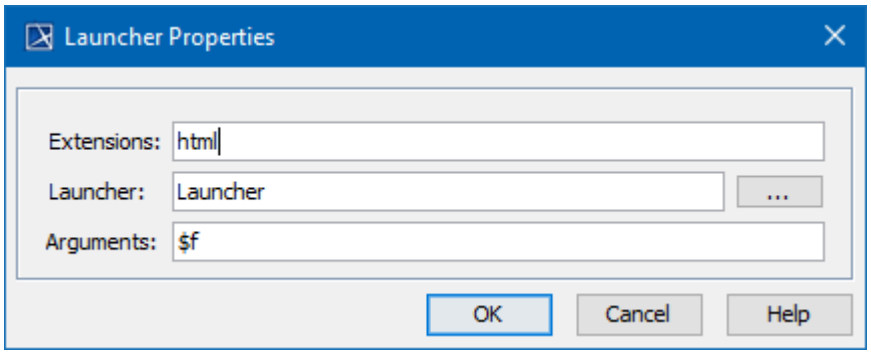


To specify properties of the default launchers

1. To edit Default launcher, click the ... button next to the **Default Launcher** or **Default Browser** text boxes.
2. The **Launcher Properties** dialog appears.
3. You can change Launcher`s executable file and arguments.

To create the defined launcher

1. Click the **Add** button, found below the **Defined Launchers** list.
2. The **Launcher Properties** dialog appears.
3. Specify the file extension, which will be opened with the specified launcher.
4. Type the name of the launcher in the text box, or browse to the location of the launcher by clicking the ... button.
5. Specify external launcher arguments.



Properties are described in the following table.

Property Name	Function
Extensions	Type the extensions of the files which will be opened with the specified launcher. You can define more than one extension. Separate them using commas (i.e., html, xls, doc, cpp, h).
Launcher	An executable file with which the extension file will be opened.
Arguments	Arguments are required by the external launcher, so the modeling tool provides the ability to pass some common arguments to the launcher: • *$f* - a file name • *$md_dir* - the modeling tool installation directory • *$prj_dir* - the project directory (if the project is saved) • *$r* - a row (used when opening Code Engineering object source code file with "Edit Source" action) • *$c* - a column (used when opening Code Engineering object source code file with "Edit Source" action).

Related pages

- Customizing environment options